ARCADE LEGENDS™
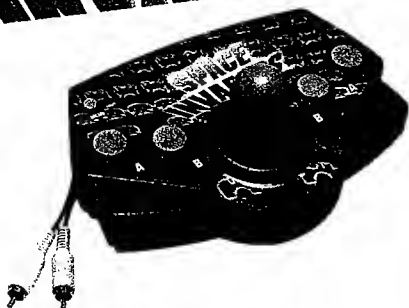
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RADICA

SPACE INVADERS®

Model 74064
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82386800   Rev.A

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR ARCADE LEGENDS SPACE INVADERS

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

BATTERY INSTALLATION

This game is powered by four (4) AA (LR6) batteries.

* Using a screwdriver, loosen the screw until the battery compartment door can be removed.

* Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.

* Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

TV CONNECTION

NOTE: To connect Space Invaders directly to a TV, the TV must be equipped with audio and video input jacks or a Scart input. They are commonly found on the front of the TV near the contrast, color, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks or a Scart input, insert the yellow video plug from the Main Unit into the video-in (yellow) jack on your TV, the white audio plug into the left audio-in (white) jack. Then set the TV to the appropriate video input mode (see your TV's operating manual for details).

NOTE: If your TV is not stereo, you can either plug the white audio plug into the audio-in jack and leave the red audio plug disconnected, or if you would like to hear the sounds from both the left and right audio channels, you can use a 2 into 1 audio cable (available at your local electronics store) to allow you to connect both the white and red plugs to the single audio-in jack.

machine. In 1954 they started developing and selling jukeboxes. This was their core business until 1978 when they released Space Invaders in Japan. The rest is history, or, in this case, legend.

The Set Up
The Space Invaders Arcade Legends contains 5 popular Taito games built in, with no extra equipment needed.

Games Included:
Space Invaders
Lunar Rescue
Colony 7
Phoenix
Qix

To use:
1. Load battery compartment with four AA batteries. Alkaline batteries work best.

2. Plug the Arcade Legends into the AV jacks on TV matching the color of the jack to the cord (i.e. yellow to yellow, white to white, red to red)

3. Turn on the Arcade Legends by pressing the "power switch."

4. A menu screen will load. Use the joystick to move the cursor next to the game you want to play. Press either the A or B button.

5. Follow the instructions of the individual games.

SPACE INVADERS
The Legend
Space Invaders was designed and programmed by Toshihiro Nishikado for Taito, Japan in 1978 and remains one of the most popular arcade games ever made. The game was so amazingly popular in Japan that it caused a coin shortage until the country's Yen supply was quadrupled. Entire arcades were opened in Japan specifically for this game. By the end of 1979 it had become a worldwide phenomenon and the first era of video games had begun. In 1980, the game was licensed by Atari for the 2600 game system and was the first arcade game ever adapted for Atari's home system. The Space Invaders franchise has flourished for more than 25 years and has generated over $500 million in revenues.

The Controls
Joystick

* **Left or Right** – move your Laser Base across the bottom of the screen

* **Up or Down** – no function in this game

Button A or B
* Shoots lasers from your Laser Base

The Game
The object of the game is, basically, to shoot the invaders with your laser base while avoiding their shots and preventing an invasion. Amassing a high score is a further objective and one that must be prioritized against your continued survival. Each game screen starts with five rows of 11 invaders. The bottom 2 rows score 10 points per large invader, the middle 2 rows 20 points for each medium invaders and the top row scores 30 points for each small invader. This makes each screen worth a total of 990 points.

The score for each screen can be dramatically increased by the tactical destruction of the 'mystery' value spaceships that frequently fly from one side of the screen to the other. Temporary sanctuary can be sought beneath the 4 base shelters.

Space Invaders - Identification Parade

10 point invader (Bottom 2 rows)

20 point invader (middle 2 rows)

30 point invader (Top row)

Mystery ship worth 50, 100, 150 or 300 points

If your TV does not have audio and video input jacks, you may connect Space Invaders through a VCR connected to your TV.

CONNECTING TO A VCR

To connect Space Invaders to your VCR, insert the yellow video plug from the Main Unit into the video in (yellow) jack on your VCR, the white audio plug into the left audio in (white) jack or via the Scart adaptor. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

NOTE: If your VCR is not stereo, you can either plug the white audio plug into the audio-in jack and leave the red audio plug disconnected, or if you would like to hear the sounds from both the left and right audio channels, you can use a 2 into 1 audio cable (available at your local electronics store) to allow you to connect both the white and red plugs to the single audio-in jack.

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

BUTTONS AND FEATURES

Menu
Reset
A
B
Directional Pad
A
B

SPACE INVADERS
5 Taito Games in 1

The Legend

Taito Corporation was formed in Japan in 1953. Its first business ventures were importing various goods, brewing and selling the first domestic Japanese Vodka and manufacturing and selling a small peanut vending

 Player's laser base

 Base shelter

The invaders randomly fire missiles down the screen from the center of their bodies. There are 3 types of missile: slow straight ones, fast straight ones and wiggly ones that are the most powerful. If a missile hits the player's laser it is destroyed. If all the lasers are destroyed the game is over. The missiles also cause varying degrees of damage to the base shelters. If any invader reaches the bottom of the screen the game ends, no matter how many remaining bases the player has.

The invaders travel sideways and each time they touch the side they drop down 1 line. On screen 1 they need to drop 11 lines to reach the bottom and 'invade'. From screen 2 through to screen 9 they start progressively lower down the screen. At screen 10 the game reverts to the screen 1 start position and the cycle begins again.

There is no time limit, except for the fact that if you do not shoot them all before they reach the bottom of the screen the game ends.

Any missiles dropped by an invader on the row above 'invasion' row will not harm the player's laser. When an invader's missile collides with a player's laser shot, the player's shot is always destroyed but the invader's missile occasionally survives, almost certainly if it is a wiggly missile.

The Tricks

The game has a 'heartbeat' rhythm that the player should become attuned to. The player can quickly control the speed with which the invaders descend. They only drop when they reach the edge of the screen (right or left) so by shooting away the outer columns before the inner columns the rate of descent can be slowed. Best results come from quickly wiping out the rows from left to right. Use the shelters to hide behind, timing your movement to avoid missiles while shooting whenever you get the chance. If the center of the shelter is already damaged, shoot a clear hole through it and fire from there. This technique is especially useful at the start of a level using the far left shelter.

Every time you fire and miss you must wait until the shot reaches the top of the screen before firing again. Remember this and do not fire wildly at fast moving invaders, especially the last one. You will have time to shoot it if you

• The toy is not to be connected to more than the recommended number of power supplies.

Please retain this for future reference.

NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO LONG CABLES

FOR UNITED STATES

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause   undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and   Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.
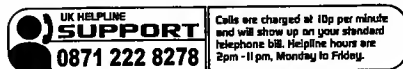
IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

do not waste time missing! The last invader is usually easier to hit when traveling right to left.

Good luck with Space Invaders, we hope these tips and techniques help you to fully enjoy the game.

LUNAR RESCUE
The Legend
Launched by Taito in 1979, Lunar Rescue was the follow-up game to Space Invaders. Unfortunately, it was released at the same time as Asteroids, which pretty much eclipsed most games until the 1980's. This is one of those "sleeper" games that didn't get a big following since Asteroids was also out. Good luck in rescuing the astronauts.

The Controls
Joystick
• **Left or Right** – move your Landing Pod across the screen as you descend and ascend

• **Up or Down** – no function in this game

Button A or B
• While descending, press A or B to fire rockets to slow your descent

• While ascending press A or B to Shoot lasers from your Landing Pod

• While ascending press and hold A or B to fire rockets and quicken your ascent

The Game
Your mission is to save the astronauts stranded on the surface of a rocky planet. You must drop your landing pod from your mother ship; guide your ship to the rocky planet's surface avoiding the asteroids and land on one of the platforms. One of the stranded astronauts then runs into your ship and you must then return him to the mothership.

On your return trip there are no asteroids they have all transformed into alien ships! Luckily, your ship is armed with a laser and you can destroy the alien ships. Rescue all of your astronauts and you advance to the next harder level.

The platforms you have to land on the planet's surface are three different sizes with their point values marked on them. Once you rescue an astronaut from a top platform, it disappears and you have to land on the next smaller platform to rescue your man.

On your way down you have a limited fuel supply that you can use to fire your thrusters to slow your descent. You must land on the platforms or you crash into the rocks. On your way up, you can increase the speed by using your thrusters. On your ascent you do not use fuel by firing your thrusters. When you get close to your mother ship, the docking bay doors open and you must fly inside.

On later levels meteors falling diagonally across the screen may impede your ascent.

The Scoring
Small alien ship: 50 points. Medium alien ship: 30 points.
Large alien ship: 30 points.
Landing on Large Platform: 50 points.
Landing on Medium Platform: 100 points.
Landing on Small Platform: 150 points.
End of level bonus: 50 points per man rescued x level.

The Tricks
- Try to land on the smallest platforms first, as saving the larger ones will make the later part of the stage easier, when the asteroid field is denser and the enemy ships more numerous.
- Asteroids cannot hit you at the extreme edges of the screen.
- Alien ships can only fire from their center, whereas you can hit their edges. Use your speed advantage to move under them, fire quickly and move away before they shoot.
- Don't be too conservative using your thrusters on your descent, as you have plenty of fuel.

COLONY 7
The Legend
Colony 7, launched in 1981, only existed as an arcade game. Does Colony 7 look a little familiar? If so, think of another game from roughly the same era. Taito's immensely "otaku" Colony 7 was the inspiration for the Imagic Atlantis Atari 2600 cartridge. While not a licensed home version of Colony 7, Imagic's Atlantis was manufactured for the Atari 2600, Intellivision, and even the Odyssey 2, and was the closest thing one could find to Colony 7 at home.

The Controls
Joystick
- Move your cross hairs left, right, up and down to focus your weapons on incoming attacks.

Button A or B
- Fire your weapons

The Game
You're in charge of defenses at Colony 7. Even though a shield protects the settlement's power generators, weapons and populated buildings, the onslaught of alien intruders gradually and inevitably wears that shield down. Once holes have been bored through the shield, the aliens have a clear shot at Colony 7. Defend Colony 7 from alien attack by using two ion-cannons that fire an exploding shot knocking out targets near its detonation zone and an eradicator rocket that acts as a "Smartbomb" which clears the entire screen.

The Scoring
Shooting a yellow or purple bird: 20, 40 or 80 points.
Shooting a yellow or purple bird in flight: 200 points.
Shooting a blue or purple egg: 50 or 100 points.
Shooting a large blue or purple bird: 100 to 800 points (random).
Shooting the boss: 1,000 to 9,000 points (depending on height).

PHOENIX
The Legend
One of the early definitive multi-stage space shooter games with an end of level boss to destroy.